HOW TO PLAY

STINGER™

KONAMI®

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CONGRATULATIONS!

You now own the authentic Konami home version of Stinger, one of Konami's many original arcade hits. We suggest that you read this instruction manual thoroughly before playing the game.

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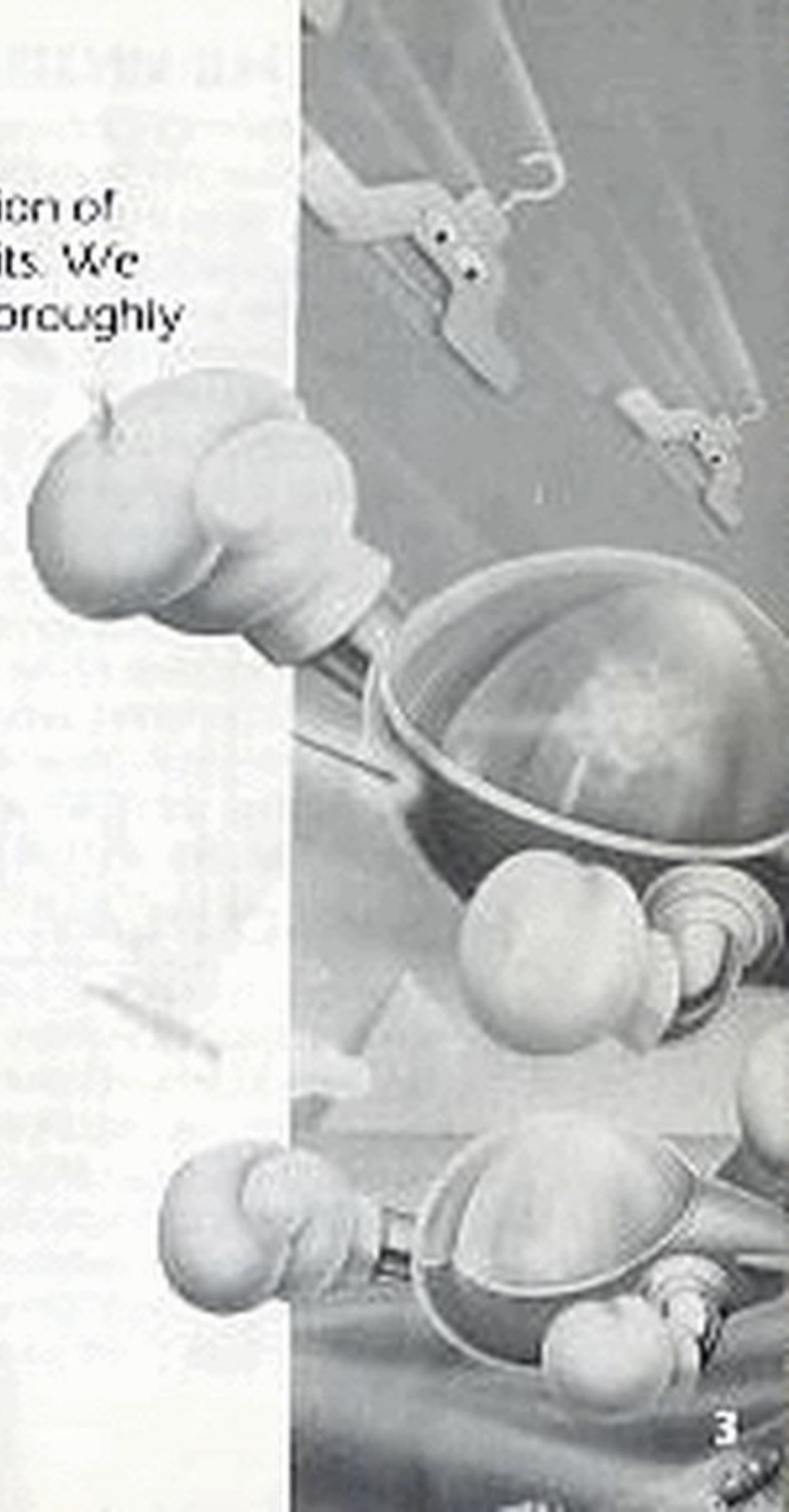


SAVE THE WORLD FROM HUNGRY ALIENS

Egads! Professor Cinnamon, Earth's flamboyant genius, has been kidnapped by evil alien bandits from the planet Attakon located a billion light years beyond the Milky Way in the violent Ergo Galaxy.

The Attackons snatched the professor after observing his discovery of a bio-nuclear sweetener formula. A formula that, in the hands of such evil-doers, could ultimately be used to change the Earth into a giant ball of cotton candy —the Attackons favorite carnival snack.

Luckily, before the professor's capture, he developed and deployed squadrons of Stingers, a highly advanced jet fighter capable of battling the most fiendish, fearsome life forms. The Stinger is loaded with an arsenal of bombs, cannons and lasers to smash enemy defenses, plus incredible speed and handling to out maneuver counter-Attackons.

As a member of this elite Stinger squadron, your mission is to blast through the Attakon forces, which stretch from outer space to the South Pacific, and rescue Professor Cinnamon before his formula can be zapped from his brain.

So strap into your Stinger and hang tight. The fate of the world rests on your shoulders, and the situation looks pretty sticky.

HOW TO PLAY

Your goal is to power past the Attackon defenses until you locate and rescue the Professor Cinnamon. If you succeed the world is saved. If not, Earth becomes a carnival favorite for alien invaders.

To survive, you must guide your Stinger fighter through seven stages, avoiding a barrage of wacky weapons fired at you by the dreaded Attackons.

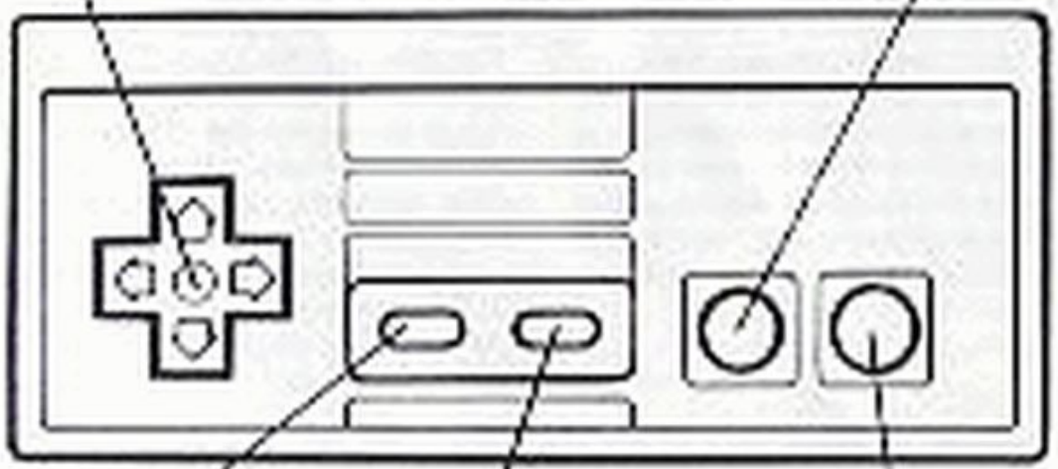
Stinger can be played by either one or two players. If there are two players, play is simultaneous.

A single player can use either Control (1) or Control (2). When two players compete, both Controls are used.

Controlling Your Stinger

Control Pad
Use this pad to pilot your jet fighter. With it you can fly in eight different directions.

B Button
This is your B firing mechanism. When in the vertical scroll it fires cannons and lasers. When in the horizontal scroll it fires cannons, lasers and also drops bombs.



Select Button
Used to select 1 or 2 player option. Not used during combat.

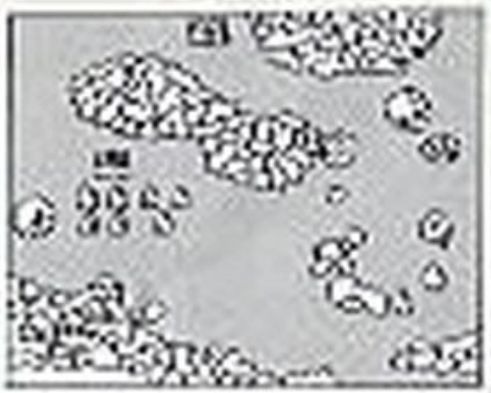
Start Button
This starts and pauses the action.

A Button
This is your A firing mechanism. When in the vertical scroll it drops bombs. When in the horizontal scroll it fires beams upwards.

The Attackons' Seven Lines Of Defense

Island In The Pacific Ocean

The Attackons' first line of defense is a once serene South Pacific Island transformed from a paradise into a proving ground. This is your first test against the hungry Attackon forces. But be fore-warned—your foe toughens after you break out over the ocean.

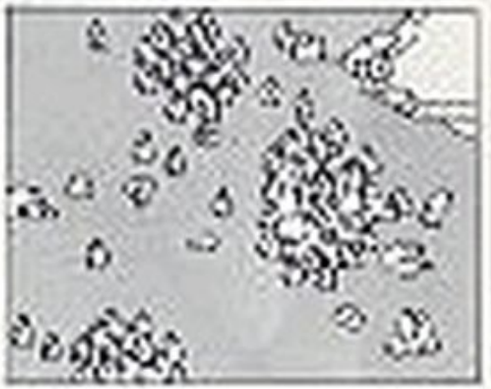


Undersea Kingdom In The Indian Ocean

Here the Attackons have converted once friendly sea creatures into menacing pawns in the evil plot to eat the Earth. So overlook your love of innocent turtles and blast your way forward.

Small Country In Vast African Desert

This land of the great Pharaohs offers the most bizarre challenge posed by the Attackons. You'll zoom in at low levels over nomadic sands, encountering mute-missile coat hangers, booby-trapped boots and anti-aircraft Egyptian heads—just to name a few of the oddities.



Glacier Land Near Arctic Circle

Now you're battling the Attackons above polar ice. To survive, courage must warm your trigger finger as mutant walruses launch nuclear snowballs at your frosty Stinger. Hopefully by now you've picked up on key enemy strategies to avoid disaster.

Scoring Points

The player starts the game with 3 Stingers. When you score 100,000 points another Stinger will be added. After 100,0000 points, one will be added every 200,000 points up to 1,000,000 points. All enemies in the air are worth 100 points apiece. Fortresses on the ground are valued at 100 and 300 points.

The Boss Enemies

A Boss Enemy is the commander in chief of each defense stage. After successfully battling through a particular stage, you will have to knock-off the Boss Enemy before advancing.

Fang
Value - 10,000 points

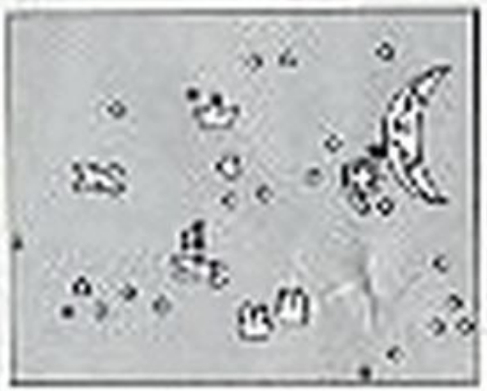
Willie The Watermelon Head
Value - 10,000 points

Country In South America

Suddenly you speed from the icy tundra and into the burning Amazon, a deep, hot, snake infested tropical jungle filled with Attackon surprises. Here your pulse rate quickens as you fine-up for the final stages in your pursuit to free Professor Cinnamon.

Empire On The Edge Of Space

Transported from a planet light years beyond the Milky Way, this pre-fabricated empire is loaded with real, including hideous alien space insects. This will be a real bugger to wipe out, but you can't let up now, you've battled too hard to get this far.



Outer Space, Where The Hostage Is Hidden

You've made it! Almost. The Attackon perimeter defenses have been crushed by your skill and daring, but now you'll need a little luck and stamina for the final assault. It's all or nothing to free the professor and save the world. One wrong move and your efforts will have been in vain, and Earth will become just another blob of floating cotton candy surrounded by alien sweet tooths.

Sigmund Squidmund
Value - 10,000 points

Luther
Value - 10,000 points

Master Blaster
Value - 10,000 points

Solar 8. Threeyes
Value - 10,000 points

Attackon Emperor In Disguise
Value - 20,000 points

Bonus Points And Power Ups

Yellow Bell
Value -
500—10,000 pts

Blue Bell
Gives your Stinger speed up power

The Big Question
Go for it and find out the results for yourself!

Skull Duggery
Totally valueless
Too bad!

Half Moon
The player can fire in three directions. Only works during one person play.

Red Bell
Adds laser fire to your arsenal

White Bell
Gives your Stinger dual cannons

Star Of Hope
Allows you to fire in 5 directions at one time. Only works during one person play.

Big Bucks
Bonus point value
100 or 500 pts

R
Allows you to fire forward and to the right

Red & White Bells
Topes your power
Only works during one person play

Blue & White Bells
Gives your Stinger a force field barrier

L
Allows you to fire forward and to the left.

Cross
Gives you an extra Stinger. These are hidden except for in fortresses

Professor's Portrait
Gives you the chance to sweep into a bonus stage

Bells When you press Button B in the horizontal scroll, red hearts will fire from the top of your Stinger, damaging the enemies they hit into bells. Capture these bells for bonus points and power ups. HINT: Keep bells in the air longer for color changes and more points.

Power Symbols When these symbols appear on the ground, swoop down and pick them up for bonus points and power ups. In the vertical scroll press Button A to fire up bomb sights. This lets you change ground defense into power symbols.

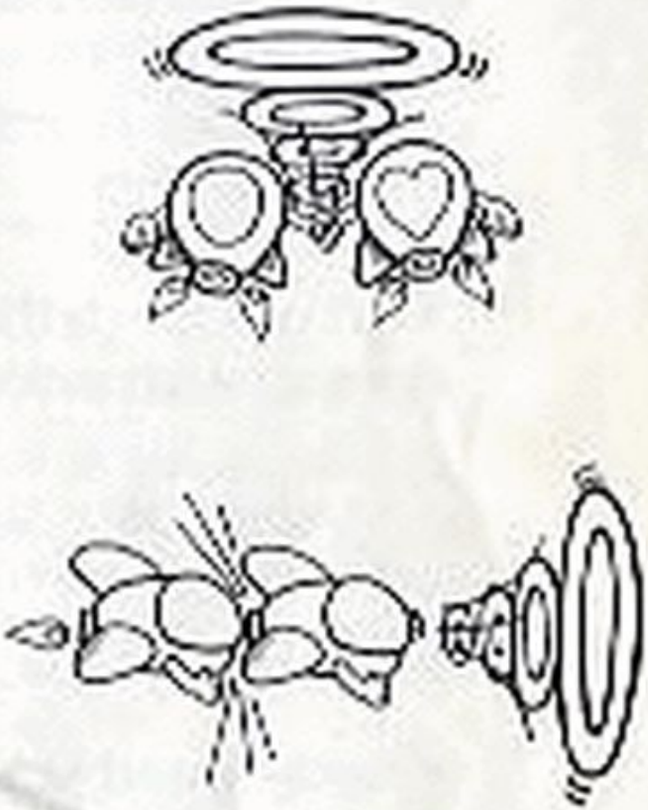
Special Strategies

Ambulances

When your Stinger has been damaged, combine with an ambulance for repairs. But remember, only one ambulance per life.

Ghosts

When a player is destroyed, a ghost appears and floats to the top of the screen. Capture this ghost and you can have the same power as the destroyed player, meaning you can power up by grabbing the other player's ghost. If you capture your own ghost, it will not appear the next time you're destroyed.



Ripple Laser

When two people are playing you can team up for extra fire-power. This is called the ripple laser, and it can wipe out two or three attackers at a time.

Treat Your Konami Game Carefully

• This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

• Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

• Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

• Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio-TV Interference Problems*. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4

SCORES

STINGER™

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